



# MODERATOR

What DO  
I Do ?

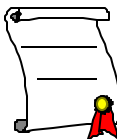
## 1. Introductions

- Introduce officials.
- Ask students to introduce themselves.
- Ask coaches to come to front of room, shake hands, and introduce themselves.
- Tell teams whether moderator or scientific judge will be recognizing students.



## 2. Rules

- Read "Important Rules" sheet at the start of each game (located in your packet).



## 3. Reading the Questions

- Announce whether it's a toss up or bonus question.
- Announce question category.
- Announce whether multiple choice or short answer.
- (Read that question)



## 4. Getting the Answer

- Moderator/Judge: verbally recognize the individual before she/he responds.
  - Identify student by....
    - 1) announcing Team A or Team B and
    - 2) announcing participant ID (captain, 1, 2, 3)



Team A,  
Competitor 2

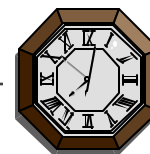
## 5. Who Won?

- Fill out official score sheet and get signatures.



## Keep in Mind .....

?



Challenge?

- Ask timekeeper to stop the clock

### Toss-Up ?

No consultation  
among team  
members.  
(Shhhhhhhh)

### Bonus ?

Consultation is  
allowed, but the  
captain must  
answer.

Radium, -- No wait,  
I mean Radon!

Sorry, Charlie.  
The **FIRST** answer  
counts

(The **FIRST** answer  
always counts.)

Note: At the end of each match your questions, the official score sheet, the flipchart tally, and the Scientific Judges questions should be put back in your envelope/packet. The packet should then, immediately, be taken to SBC by the Runner or official who will be going to SBC first.